How to Play

EmuMovies

How to Supercharge your Video Game System.

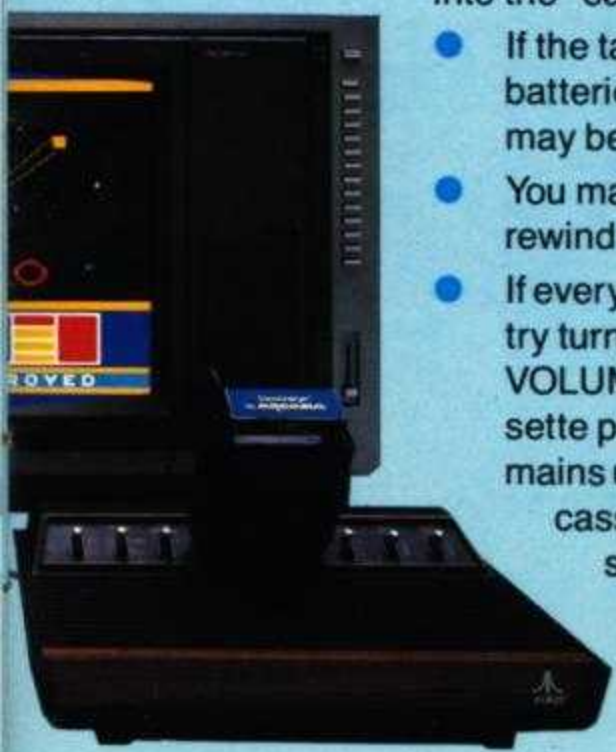
- Set up your Atari® Video Computer System™ (or just about any game system that takes Video Computer System™ game cartridges) according to manufacturer instructions.
- Make sure the power switch is OFF, and insert the Arcadia™ Supercharger™ with label up. Be careful not to force it or insert crookedly.
- Connect the plug on the end of the Supercharger™ cable to the earphone jack of any cassette recorder/player. The earphone jack may also be labeled "monitor," "mon.," "ear," or "output."*
- Turn the power switch of the game system ON. The TV screen should read "REWIND TAPE, PRESS PLAY." If not, turn the power off and check to make sure the system is properly hooked up and the Supercharger™ fully inserted.
- Insert the PHASER PATROL™ cassette, label side up, into the cassette player. Turn the volume and tone controls about halfway up.

*If you use a large cassette deck with a "phone" type earphone plug, you may purchase an adaptor at most electronics specialty stores.

- Press REWIND and wait until the tape stops moving. Now press PLAY.
- In a few moments, you will hear the sounds of the game loading and see colored panels fill the screen. A moment later "STOP TAPE" will appear, and you'll be ready to play PHASER PATROL.™

If you have trouble...

- If the tape player makes a screeching noise, you have not plugged the Supercharger™ cable into the "earphone" jack.
- If the tape doesn't move, the batteries in the cassette player may be too weak.
- You may have forgotten to rewind the tape completely.
- If everything else seems OK, try turning up the TONE and VOLUME controls on the cassette player. If the screen remains unchanged, remove the cassette, turn it over (label side down), rewind it, and press PLAY.



Phaser Patrol™

Your mission: Fly your interstellar interceptor like you never flew before...because only you stand between the Dracon armada and their cruel objective.

The situation: Serious trouble. The Human Federation has been caught napping. While pretending to sign a peace treaty, the devious Dracons have launched a surprise attack. And they've virtually captured the Federation's farm galaxy.

Victory seems so close the Dracons can practically smell it with their hideous nostrils. One lone defender stands between them and control of the human food supply. You.

About your enemy: You wouldn't want to have lunch with a Dracon. They're not nice to look at, and they're very hostile. They live by raiding peaceful planets, stealing everything they can, and taking no prisoners. To make matters worse, they are absolutely fearless.

The Dracon armada: They're tough. Each Dracon fighter is armed with lethal photon torpedoes. You've got shields, but a direct hit can disable them. And a series of direct hits could reduce you to space dust.

Getting started

Phaser Patrol™ has lots of unique features, and you should get to know them before attempting to play the game. One special feature is Phaser Patrol's™ two screens.

Sector Map Screen

The Sector Map enables you to warp-hop from one location in the galaxy to another. It also lets you know what to expect when you arrive in certain sectors.

Call the Sector Map by switching the LEFT DIFFICULTY SWITCH to the "B" position. You'll always begin the game in an empty sector. The symbols in other sectors have various meanings.

Empty Sector

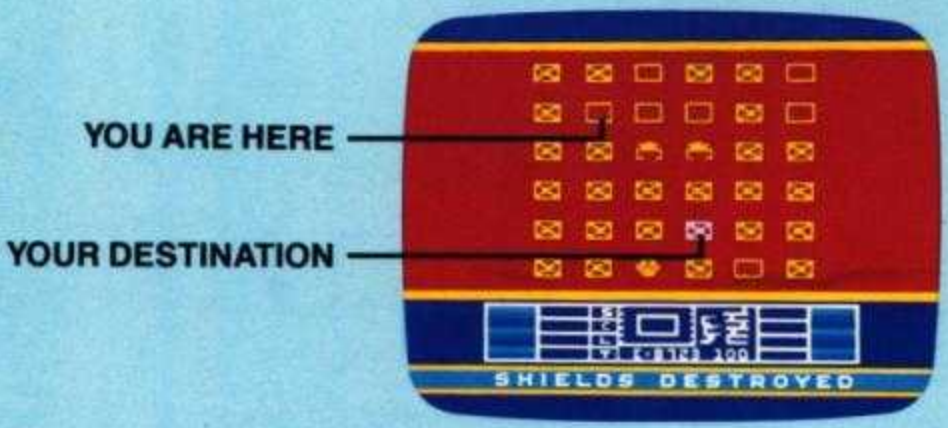
Friendly Starbase

Dracon-Occupied Sector

Sector Contents Unknown

Navigating Sector-To-Sector

Your Long Range Scanner tells you the contents of the sectors above, below, and to the sides of your ship. Additionally, once you've visited a sector, its current contents appear on the Sector Map for the duration of the game.



Sector Map Screen

- The flashing sector symbol indicates your current position.
- The solid white sector symbol indicates your destination. Choose different destinations by moving the white symbol from sector to sector with your joystick.
- When you're ready to warp-hop to a new sector, simply press the red button on the joystick. This engages hyperdrive and sends your ship to the sector occupied by the white symbol.
- If Dracon fighters occupy the sector, you'll see the Dracon symbol appear. If you choose not to fight at this time, you can simply warp-hop to a different sector.

- Some players may choose to warp-hop around the Sector Map until all sector contents are revealed.
- Note that each warp-hop uses energy (more about energy depletion later). You can see how much energy any proposed warp-hop will use by consulting the computer display.

Visiting A Starbase

The Starbases can bail you out when you get in trouble. Starbases have reserve supplies of fuel and spare parts. When you're low on energy or damaged, simply warp-hop to a Starbase sector and wait. Soon your energy will be replenished and your damage repaired.

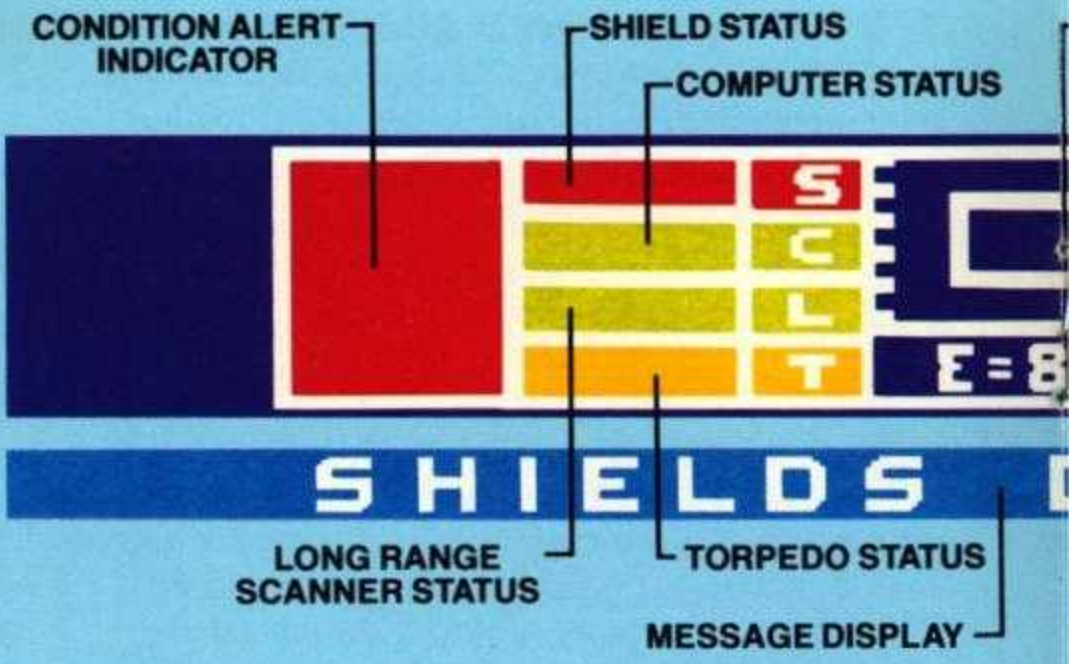
Time for Action

To get from the Sector Map to Combat Action, flip the LEFT DIFFICULTY SWITCH to the "A" position.

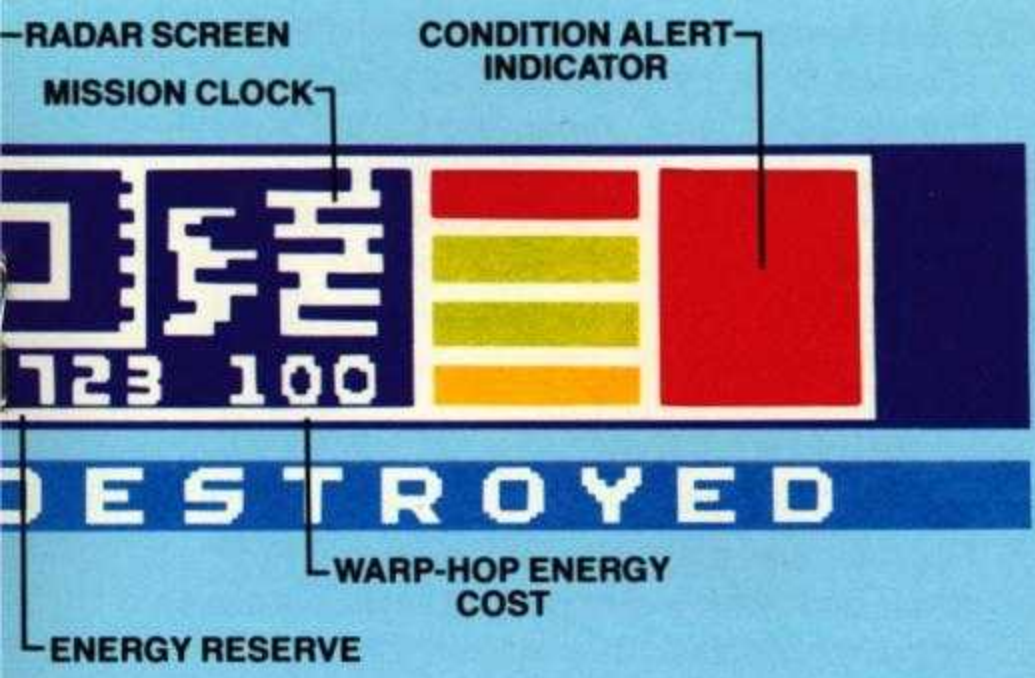
The Instrument Panel

At the bottom of the screen, in both Sector Map and Combat Action modes, is a unique computer display. This display gives you the vital information you need to outfight the Dracons.

- *Condition Alert Indicator.* Keep your eye on this warning light. "Red" means Dracons in your sector. "Yellow" means you're running low on energy. "Green" means an empty sector. "Multicolor Flow" means you're in the midst of a warp-hop.
- *Shield Status.* Advises you of the condition of your force field shields.



- *Computer Status.* Advises you of your radar map, rangefinder, and torpedo tracking condition.
- *Long Range Scanner Status.* Advises you of your sector scan capability.
- *Torpedo Status.* Lets you know if you can effectively fight back against the Dracons.
- *Radar Screen.* Shows the location of Dracon attackers both in and outside your viewer.
- *Mission Clock.* Indicates elapsed time, critical to earning a high rank upon mission completion (more on this later).
- *Energy Reserve.* Keep your eye on your energy indicator! Run too low and you'll be unable to get to a Starbase for refueling.
- *Warp-Hop Energy Cost.* Shows you how much energy you'll use on any proposed sector-to-sector travel.



- *Message Display.* Gives you important messages concerning damage control, combat performances, etc.

Damage Status Summary

Device	Green	Yellow	Red
Shields	Fully Operational	Middle Section Down	Shields Destroyed
Computer	Fully Operational	Radar Map and Rangefinder Down	Torpedo Tracking Down
Long Range Scanners	Fully Operational	Intermittent Sector Scan	Sector Scan Down
Torpedoes	Fully Operational	Won't Explode	Won't Fire

Combat Action

- *Torpedo Sight.* Lets you lock your phaser torpedoes on target. Fire as soon as the sight changes color and your torpedo will chase the Dracon...and destroy it. If you fire without lock-on, your chance of a hit is reduced.
- *Rangefinder.* Advises you how far away the enemy ships are. The lower the number, the closer the attacker.

Using the Controls

- *Joystick.* Use the LEFT JOYSTICK only. Pull back, and the ship climbs. Push forward, it dives. Move left or right and the ship will too.
- *Color - B/W Switch.* Controls the Shields. COLOR turns Shields on. B/W turns them off.
- *Left Difficulty Switch.* Controls the screen mode. "A" gives you Combat Action. "B" gives you the Sector Map.
- *Right Difficulty Switch.* Adjusts the challenge level before starting the game. "A" is more difficult. "B" is where you should start.
- *Game Reset Switch.* Starts a new game at any time.
- *Game Select Switch.* Isn't used in Phaser Patrol.™

Becoming a Champ

Phaser Patrol™ rewards the player who destroys the Dracon armada quickly and efficiently. At the end of each game, you are awarded a Rank and Level. The highest ranking is Hero, Level A. The lowest is Greenhorn, Level D. In order of achievement:

HERO	(highest)
ACE	
PILOT	
GREENHORN	(lowest)

Scoring is as follows:

- Destroy a Dracon fighter, go up ½ Level.
- Use 100 units of energy, lose ⅛ Level.
- Use up a space/hour (one movement of the second-lowest clock indicator), lose ⅛ Level.
- Destroy all the Dracons in Difficulty "A," go up 2 Levels.
- Destroy all the Dracons in Difficulty "B," go up 1 Level.

Conserving Energy

Using the minimum amount of energy to complete your mission is the key to becoming a Hero, Level A. But every time you waste motion, you lose energy...

- *Fire a Torpedo.* Use 15 units of energy.
- *Warp-Hop Between Sectors.* Use up to 900 units of energy.
- *Get Hit by Dracon Fire.* Use 100 units of energy with Shields ON, 200 units with Shields OFF.
- *Keep Shields On.* And use energy at a faster rate.

Working up to Hero, Level A

- If you sustain damage, you should get to a Starbase as soon as possible. When damaged, the odds of being totally destroyed by Dracon attack are greatly increased.
- Before you warp-hop into an unknown sector, figure out your escape route. If attacked and damaged, you'll be ready to switch into Sector Map mode and retreat into a predetermined safe sector.
- For top ranking, minimize the length of your "Warp-Hops." Clear out one nearby sector after another. Try to arrive near your Starbase when you anticipate the need to replenish energy.
- Use your Shields only when you need them. Shields consume energy, so turn them off when no Dracon fighters are near enough to pose a threat.

Combat Action Playfield

- Make good use of the Rangefinder. Your Phaser Torpedoes are deadly at a longer range than the Dracon weapons. Attack them while they are still far away and you'll take fewer damaging hits.
- Fire only when you're sure to score a hit. Use your Torpedo Sight to ensure that you'll get the Dracon with one shot.

Supercharged Game Previews

To get a sneak preview of other great Arcadia™ games, follow these simple instructions:

- When loading PHASER PATROL,™ be sure to push the STOP button on your cassette player as soon as the TV screen fills with colored panels and the "STOP TAPE" message appears.
- Don't rewind the tape. When you're ready for a preview, flick the power switch on the game system OFF, then ON again.
- The TV screen should read "REWIND TAPE, PRESS PLAY." *Don't* rewind the tape. Simply press PLAY. As soon as the "STOP TAPE" message appears, press STOP.
- You'll see a "self-play" preview of one exciting Arcadia™ game. You can't actually play it (so don't bother pressing any more switches), but you can appreciate the great graphics and game action.
- To see the next game preview, simply repeat the above instructions. When no more games appear, you have seen all the previews on your cassette.

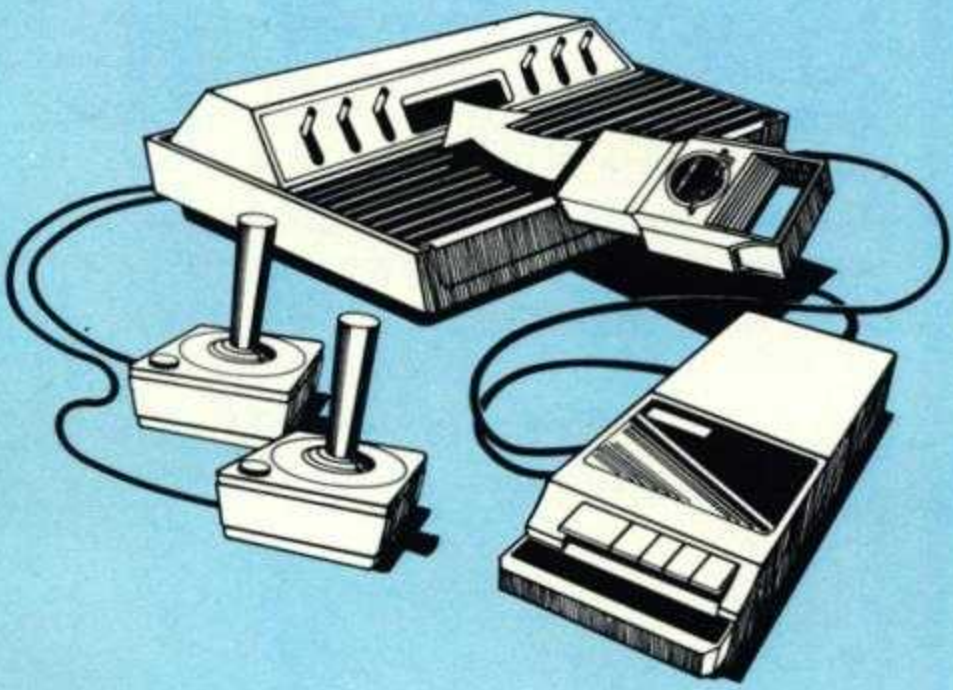
Changing Games

To Load Another Arcadia™ Game:

- Flick the power switch OFF, then ON again.
- Rewind and replace the cassette with another Arcadia™ game cassette.
- Rewind the tape, then press PLAY.

To Remove The Supercharger™:

- Turn the power switch OFF.
- Gently remove the Supercharger.™



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Santa Clara, CA 95050

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